

PIRCOIRG

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Zolvx

Zone Ranger

\*Correct at time of printing

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If you are having problems obtaining any of our other games from the exciting Silver Range you can order them directly from our Mail Order department. Please state the name of the game, machine and quantity required. All enclosed crossed cheques/P.O.s should be made payable to FIREBIRD SOFTWARE. All orders are subject to availability. Games will be despatched promptly. All prices are inclusive of VAT and postage.

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# **BEAMRIDER**

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#### THE GAME

A huge beam matrix has formed within the vicinity of your home planet, and beamer ships are et this very moment leunching an attack. Your mission is to infiltrate the matrix and annihilate all enemy creft.

## LOADING

COMMODORE 64 OWNERS

- Connect the cassette unit to your Commodore according to the User Manuel.
- 2. Place the rewound cassette into the cassette unit, and press PLAY.
- 3. Press RUN/STOP and SHIFT simultaneously on your Commodore. COMMODORE 128 OWNERS
- Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMDDDRE key.
- 2. Now follow the instructions for Commodore 64 owners above. NOTE: Full loading instructions can be found in your Commodore Manual.

# PLAYING THE GAME

Left=Move Left Right=Move Right
Up=Fire Energy Torpedo Fire=Fire Leser Bolt

Beamrider is a game for one or two players and can be started from sectors 1, 5 or 10 by pressing the function keys.

Your vessel eppears at the bottom of the screen. There are seven different types of beamer ship to be dealt with, the most important of which are the white seucers, 15 of which must be destroyed before one can proceed to the next level. You must also be careful to evoid the indestructable 'Kamikaze' craft. Contact with the yellow rejuvenators adds another ship to your reserve. However, if shot, the burning debris hurtles towards you and contact then proves fatal.

When the 15 saucers have been destroyed, you must attempt to destroy the Mother Ship, which is guarded by swarms of green suicide ships. To destroy the Mother Ship, you have 3 energy torpedos, launched by pressing the joystick forwerd. A direct hit from the torpedo causes the Mother Ship to explode, and a bonus is awarded according to the level and the number of ships remaining.





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